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L2	18209	uchiyama,$.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/12/09 08:57
L3	9	augmented adj reality same collision	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/12/09 09:03
L4	67	virtual adj reality same collision	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/12/09 09:15
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L7	128	(345/632,633).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2004/12/09 09:27

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1 Tangible user interaction using augmented reality

Hannah Slay, Bruce Thomas, Rudi Vernik
January 2002 **Australian Computer Science Communications , Third Australasian conference on User interfaces - Volume 7**, Volume 24 Issue 4
Full text available: pdf(1.18 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes a novel use of augmented reality for the visualisation of virtual objects as part of the move towards pervasive computing. It uses fiducial markers as switches to "toggle" the displayed properties of the virtual objects. Using collision detection, fiducial markers are also used to track and select nodes within virtual objects. This research uses the ARToolkit Version 2.33 and acts as a component within the DSTO's InVision framework.

Keywords: augmented reality, fiducial markers, pervasive computing

2 Augmented reality for manufacturing planning

F. Doil, W. Schreiber, T. Alt, C. Patron
May 2003 **Proceedings of the workshop on Virtual environments 2003**
Full text available: pdf(4.45 MB) Additional Information: full citation, abstract, references, citings, index terms

The shortening of development cycles demand for efficient methods and tools for the planning of complex production systems. Recently immersive Virtual Reality technologies have been introduced to the manufacturing planning functions. This has lead to a decrease in planning times as well as to the improvement of the quality of planning results. The introduction of various virtual planning tools is targeting the complete integration of all planning tasks and demands an intuitive interaction with c ...

Keywords: augmented reality, manufacturing planning, visualization

3 Virtual objects in the real world

Daniel G. Aliaga
March 1997 **Communications of the ACM**, Volume 40 Issue 3
Full text available: pdf(762.36 KB) Additional Information: full citation, references, citings, index terms, review

10/615,941

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1 **Herding sheep: live system for distributed augmented reality**
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